

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1. (Currently Amended): A gaming device having a gaming scheme game,
said gaming device comprising:

a controller;

a plurality of reels ~~controlled by the controller, said reels having at least two
player selectable interacting symbols; having a plurality of interacting reel symbols
positioned on a plurality of locations on the reels;~~

~~a display device controlled by the controller and adapted to display the reels and
said interacting symbols interacting with each other after said interacting symbols are
generated on the reels and a player selects an image of a first one of the interacting
symbols generated on the reels; and reel symbols while on a first one of the locations
interacting with a second one of the interacting reel symbols while on a second one of
the locations, the image extending from the first location to the second location, the
image including a variation of the first interacting reel symbol and a variation of the
second interacting reel symbol;~~

~~means controlled by the controller for enabling the player to select one of the
selectable interacting symbols. interacting reel symbols; and~~

~~a display device controlled by the controller and adapted to display: (a) the reels
during the game; and (b) the image after a player selects one of the interacting reel
symbols.~~

Claim 2. (Currently Amended): The gaming device of Claim 1, which includes an award provided to the player which is associated with at least one of the interacting reel symbols.

Claim 3. (Currently Amended): The gaming device of Claim 1, which includes an award associated with each interacting reel symbol, wherein said award associated with the ~~player~~ selected interacting reel symbol selected by the player is provided to the player.

Claim 4. (Currently Amended): The gaming device of Claim 1, wherein the reels include a plurality of sets of interacting reel symbols, wherein each interacting reel symbol in each set interacts with at least one other interacting reel symbol in said set.

Claim 5. (Currently Amended): The gaming device of Claim 1, wherein the ~~interacting symbols are on non-adjacent reels.~~ reels first interacting reel symbol is located on one of the reels which is non-adjacent to the reel upon which the second interacting reel symbol is located.

Claim 6. (Currently Amended): The gaming device of Claim 1, which includes at least three interacting reel symbols, wherein upon a generation of said three interacting reel symbols on the reels, at least two of said interacting reel symbols are player selectable.

[Claims 7 to 12. (Cancelled)

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Claim 1⁷. (Currently Amended): A method for operating a gaming device having a gaming scheme with a plurality of symbols including at least two player selectable interacting symbols on a plurality of reels, said method comprising the steps of:

(a) randomly generating and displaying a plurality of said symbols on different locations on the reels;

(b) enabling a player to select one of the interacting symbols if at least two interacting symbols are randomly generated and displayed on the reels; locations on the reels;

~~displaying an interaction between said interacting symbols; and~~ (c) displaying an image of said selected interacting symbol while on one of the locations interacting with the other interacting symbol while on another one of the locations, the image extending from the location of the selected interacting symbol to the location of said other interacting symbol; and

(d) providing an award to the player which is associated with the selected interacting symbols symbol.

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Claim 14. (Currently Amended): The method of Claim 1⁷, wherein the awards associated with each of the interacting symbols are randomly selected from a plurality of awards.

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Claim 1⁵. (Currently Amended): The method of Claim 1³, wherein the step of enabling the player to select one of the interacting symbols includes enabling the player to select one of the interacting symbols when at least two of the interacting symbols are displayed on a payline associated with the reels.

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Claim 1⁶. (Currently Amended): The method of Claim 1³, wherein the step of enabling the player to select one of the interacting symbols includes enabling the player to select two of the interacting symbols when the interacting symbols are displayed on a payline and the award is based on the interacting symbols selected by the player.

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Claim 1⁷. (Currently Amended): The method of Claim 1³, wherein the step of enabling the player to select one of the interacting symbols includes enabling the player to select at least one interacting symbol when two interacting symbols are generated on adjacent reels.

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Claim 1⁸. (Currently Amended): The method of Claim 1³, wherein the step of enabling the player to select one of the interacting symbols includes enabling the player to select at least one interacting symbol when two interacting symbols are generated on non-adjacent reels.

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Claim 1⁹. (Previously Amended): The method of Claim 1³, which includes prompting the player to select one of the interacting symbols.

C¹ Claim 20¹⁴. (Previously Amended): The method of Claim ~~13~~⁷, which includes audibly prompting the player to select one of the interacting symbols.

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Claim 2/1. (Currently Amended): A gaming device comprising:

a display device;

a game including a plurality of reels displayed by the display device;

~~a plurality of symbols on said reels, said symbols including a plurality of non-interacting symbols and at least two player selectable interacting symbols;~~ reel symbols positioned adjacent to one another on different locations on the reels, at least one of the reel symbols selectable by a player;

~~a payline associated with the reels~~ an image of a first one of the reel symbols interacting with a second one of the reel symbols, the image extending from a first one of the locations to a second one of the locations, the image including at least a portion of the first reel symbol positioned on the first location and at least a portion of the second reel symbol positioned on the second location; and

a processor which controls the display device, said processor operable to enable a: (a) cause the display device to display the reels during the game; (b) enable the player to select one of the selectable interacting symbols when said interacting symbols are randomly generated on said payline associated with said reels, reel symbols; and (c) cause the display device to display said selected interacting symbol interacting with another of said interacting symbols generated on the payline associated with on said reels, and provide an award to the player associated with one of said interacting symbols. the image after the player selects said reel symbol.

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Claim 2¹. (Currently Amended): The gaming device of Claim 2¹, wherein the award provided to the player ~~is the~~ includes an award associated with the ~~interacting symbol~~ selected by the player. first reel symbol or the second reel symbol.

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Claim 2³. (Currently Amended): The gaming device of Claim 2¹, wherein the player ~~selectable interacting symbols are~~ first reel symbol and the second reel symbol are positioned on adjacent reels.

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Claim 2⁴. (Currently Amended): The gaming device of Claim 2¹, wherein the player ~~selectable interacting symbols are~~ first reel symbol and the second reel symbol are positioned on non-adjacent reels.

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Claim 2⁵. (Currently Amended): The gaming device of Claim 2¹, ~~which includes at least three interacting symbols, wherein all three interacting symbols interact after said interacting~~ wherein the image includes a third reel symbol interacting with the first reel symbol and the second reel symbol after said reel symbols are randomly generated on said a payline on the reels and after the player selects one of the interacting reel symbols.

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Claim 20¹. (Currently Amended): A gaming device comprising:

a display device;

a plurality of reels displayed by the display device;

a plurality of ~~symbols on said reels, said symbols including a plurality of non-interacting symbols and at least two interacting symbols~~ reel symbols positioned on a plurality of locations on the reels, at least one of the reel symbols selectable by a player;

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~~a payline associated with the reels~~ an image of a first one of the reel symbols while on a first one of the locations interacting with a second one of the reel symbols while on a second one of the locations wherein one of the interacting reel symbols is selectable, the image extending from the first location, across a designated reel, to the second location, the image constructed of the first reel symbol, a designated image on the designated reel and the second reel symbol; and

a processor which controls the display device, said processor operable to cause the display device to display ~~said entire interacting symbol interacting with another of said entire interacting symbols when said interacting symbols occur on the:~~ (a) the reels during the game; and (b) the image after the player selects one of the reel symbols.

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Claim 21¹. (Currently Amended): The gaming device Claim 20¹, which includes a payline associated with the reels, wherein said processor is operable to cause the display device to display ~~all of said interacting symbols~~ the first reel symbol and the second reel symbol interacting with each other on said payline after said interacting reel are randomly generated.

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Claim 28. (Currently Amended): The gaming device Claim ²⁰26, wherein ~~at least two~~
~~of the interacting symbols are~~ the first reel symbol and the second reel symbol are both
player selectable.

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Claim 29. (Currently Amended): The gaming device Claim ²²28, wherein ~~the~~ which
includes an award provided to the player ~~is an~~ said award associated with one of the
~~interacting symbol~~ reel symbols selected by the player.

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Claim 30. (Currently Amended): A gaming device comprising:

a display device;

a game including a plurality of reels displayed by the display device;

a plurality of symbols having locations on said reels, said symbols including a plurality of non-interacting symbols and at least two interacting symbols, at least one of the interacting symbols selectable;

a payline associated with the reels;

an image of one of the interacting symbols on one of the locations interacting with another one of the interacting symbols on another one of the locations, the image including a variation of at least one of the interacting symbols;

at least one input device operable to enable a player to select one of the reel symbols; and

a processor which controls the display device, said processor operable to: (a) cause the display device to display ~~said entire interacting symbol interacting with another of said entire interacting symbols when said interacting symbols occur on the payline associated with the reels, and provide an award to the player associated with one of the interacting symbols the reels during the game;~~ (b) cause the display device to display the single image after the player selects one of the reel symbols; and (c) provide an award to the player associated with at least one of the interacting reel symbols.

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Claim 31. (Currently Amended): The gaming device of Claim 30, wherein a plurality of the interacting symbols are player selectable, and the processor is operable to enable

the player to select at least one of the interacting symbols when said interacting symbols occur on the payline associated with the reels.

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Claim 3². (Previously Added): The gaming device of Claim 3¹, wherein the award provided to the player is an award associated with the interacting symbol selected by the player.

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Claim 33. (Currently Amended): A gaming device comprising:

a display device;

a game including a plurality of reels displayed by the display device;

a plurality of symbols on said reels, said symbols including a plurality of non-interacting symbols and a plurality of interacting symbols;

an award from a plurality of awards associated with each different pair of interacting symbols generated on different locations on the reels;

an image of a first one of the interacting symbols while on a first one of said locations interacting with a second one of the interacting symbols while on a second one of said locations, the image including a variation of said first interacting symbol, the image extending from the first location to the second location; and

a processor which controls the display device, said processor operable to: (a) cause the display device to display the reels during the game; (b) cause the display device to display the image of said first interacting symbol interacting with said second interacting symbol; and (c) provide the award associated with said pair of first and second interacting symbols to the player.

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Claim 34. (Currently Amended): The gaming device of Claim 33, wherein the award provided to the player is a randomly generated award associated with one of the interacting symbols which is selected by the player.

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Claim 35. (Currently Amended): A gaming device comprising:

a display device;

a game including a plurality of reels displayed by the display device;

a plurality of symbols on locations on said reels, said symbols including a plurality of non-interacting symbols and ~~at least two~~ a plurality of player selectable interacting symbols on non-adjacent reels;

an image of a first one of the player selectable interacting symbols while on a first one of the locations interacting with a second one of the player selectable interacting symbols while on a second one of the locations, the image including a variation of at least one of said player selectable interacting symbols, the image extending from the first location, across one of the reels, to the second location;

a payline associated with the reels; and

a processor which controls the display device, said processor operable to enable a player to select one of the selectable interacting symbols when said interacting symbols are randomly generated on ~~said payline on~~ non-adjacent reels, cause the display device to display said selected interacting symbol interacting with another of said interacting symbols, and provide an award to the player associated with said selected interacting symbol.

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Claim 36. (Currently Amended): A method of for operating a gaming device having a plurality of ~~symbols including at least two interacting~~ symbols on a plurality of reels, said method comprising the steps of:

(a) randomly determining and displaying a plurality of the symbols on the reels; locations on the reels;

(b) ~~displaying an interaction between at least two of the interacting symbols if the interacting symbols are randomly generated displayed on the reels, wherein each interacting symbol performs at least one movement to interact with the other interacting symbol;~~ enabling a player to select one of the symbols on a first one of the locations;

(c) forming an image of the selected symbol interacting with a different one of the symbols by: (i) graphically changing the selected symbol while the selected symbol is positioned on the first location; and (ii) graphically changing the different symbol while said different symbol is on a different one of the locations; and

(d) providing an award to a player associated with ~~one of the interacting symbols.~~ the selected symbol or said different symbol.

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Claim 37. (Currently Amended): The method of Claim 34 ~~36~~, which includes enabling the player to select one of the randomly generated interacting symbols.

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Claim 38. (Currently Amended): The method of Claim 37 ~~36~~, wherein the award is based on the interacting symbol selected by the player.

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Claim 3~~9~~. (New): The gaming device of Claim 3~~0~~, wherein the display device includes a touch screen.

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Claim 4~~0~~. (New): A gaming device operable under control of a processor, the gaming device comprising:

a game operable upon a wager by a player, said game including a plurality of reels

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a plurality of symbols at positions on the reels, said symbols including a first symbol at a first position on one of the reels and a second symbol at a second position on one of the reels;

an image of the first symbol while at the first position interacting with the second symbol while at the second position, the image including at least a variation of one of the first symbol and the second symbol, the image extending from the first position to the second position;

a game outcome associated with at least one of the symbols; and

a display device which, following at least one event in the game, is operable to display the reels, the symbols and the image.

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Claim 4~~1~~. (New): The gaming device of Claim 4~~0~~, wherein the variation includes a removal of a portion of the first symbol or the second symbol.

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Claim 4~~2~~. (New): The gaming device of Claim 4~~0~~, wherein the variation includes an addition of a portion of the first symbol or the second symbol.

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Claim ~~43~~. (New): The gaming device of Claim ~~40~~, wherein the image includes a designated symbol positioned between the first symbol and the second symbol, wherein the display device is operable to display: (a) the reels and the symbols following a first event; and (b) the image including the designated symbol following a second event.

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Claim ~~44~~. (New): A gaming device comprising:

a display device;

a slot game including a plurality of reels displayed by the display device;

a plurality of symbols on said reels, said symbols including a plurality of non-interacting symbols and a plurality of interacting symbols, wherein at least one set of the interacting symbols are at positions on different reels;

an award associated with said set of interacting symbols; and

a processor operable with the display device: (a) to display the reels and symbols on the reels during the game; (b) upon a generation and display of the set of interacting symbols on different reels during the game, display a first image from a first one of said interacting symbols at a first one of the positions on a first one of the reels interacting with at least a second image from a second one of said interacting symbols at a second one of the positions on a second one of said reels; and (c) after said display, provide the player the award associated with said set of interacting symbols.

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Claim ~~45~~. (New): The gaming device of Claim ~~44~~, wherein the first image includes a variation of the first interacting symbol.

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Claim 4~~6~~. (New): The gaming device of Claim 4~~4~~, wherein the second image includes a variation of the second interacting symbol.

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Claim 4~~7~~. (New): A gaming device comprising:

a display device;

a slot game including a plurality of reels displayed by the display device;

a plurality of symbols on said reels, said symbols including a plurality of non-interacting symbols and a plurality of interacting symbols, wherein at least one set of the interacting symbols are on different reels;

an award associated with the set of interacting symbols; and

a processor operable with the display device: (a) to display the reels and symbols on the reels during the game; (b) upon a generation and display of the set of interacting symbols on different reels during the game, display a first image from a first one of said interacting symbols on a first one of the reels interacting with at least a second image from a second one of said interacting symbols on a second one of said reels, the first image extending from the first interacting symbol to the second interacting symbol; and (c) after said display, provide the player the award associated with said set of interacting symbols.

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Claim 4~~8~~. (New): The gaming device of Claim 4~~7~~, wherein the first interacting symbol has a location on the first reel.

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Claim 4⁹. (New): The gaming device of Claim 4⁸, wherein the first image has a portion which extends from the location of the first interacting symbol to the second image.

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Claim 5⁰. (New): The gaming device of Claim 4⁷, wherein the first image includes a variation of the first interacting symbol.

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Claim 5¹. (New): The gaming device of Claim 4⁷, wherein the second image includes a variation of the second interacting symbol.
